

MEDIA ARTS CONCENTRATION

Studio Art, Bachelor of Arts, Studio Art Concentration in Media Arts Requirements

Code	Title	Credits
GENERAL EDUCATION REQUIREMENTS - 46 Hours Required		
Minimum of "C-" required		
Fundamental Academic Skills		15
ENGL 1150	ENGLISH COMPOSITION I	
ENGL 1160	ENGLISH COMPOSITION II	
WRWS 3500	CREATIVE WRITING FOR THE ARTS (Writing in the Discipline)	
CMST 1110 or CMST 2120	PUBLIC SPEAKING FUNDS ARGUMENTATION AND DEBATE	
MATH 1120	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING	
or MATH 1100	DATA LITERACY AND VISUALIZATION	
or MATH 1130	QUANTITATIVE LITERACY	
or MATH 1140	QUANTITATIVE REASONING FOR HEALTHCARE PROFESSIONALS	
or MATH 1300	COLLEGE ALGEBRA WITH SUPPORT	
or STAT 1100	DATA LITERACY AND VISUALIZATION	
or STAT 1530	ELEMENTARY STATISTICS	
Distribution Requirements		31
Natural Science - From two disciplines and at least one lab - 7 hrs		
Social Science - From two disciplines - 9 hrs		
Humanities and Fine Arts - From two disciplines- 9 hrs		
Global Diversity - 3 hrs		
US Diversity - 3 hrs		
MAJOR REQUIREMENTS - 63 Hours Required		
**Course will satisfy UNO's General Education requirement		
^Course requires pre-requisite(s)		
Minimum of "C" required		
STUDIO CORE I		
All of the following		12
ART 1100	FOUNDATION: DRAWING	
ART 1110	FOUNDATION: 3D DESIGN	
ART 1210	FOUNDATION: 2-D DESIGN	
ART 1220	FOUNDATION: DIGITAL MEDIA	
ART 2000	CORE ONE PORTFOLIO REVIEW (^)	
STUDIO CORE II		
The following course:		3
ART 2100	LIFE DRAWING I (^)	
Select one 2D course from the following		3
ART 1810	WATERCOLOR I	
ART 2110	LIFE DRAWING II (^)	
ART 3100	ADVANCED DRAWING I (^)	
ART 3410	ELEMENTARY PAINTING (^)	
ART 3510	ELEMENTARY PRINTMAKING (^)	
Select one 3D course from the following		3

ART 3200	THE HAND PRODUCED BOOK I: TYPOGRAPHY AND BOOK DESIGN	
ART 3250	PATTERNED PAPER	
ART 3310	ELEMENTARY SCULPTURE (^)	
ART 3330	ART IN PUBLIC PLACES (^)	
ART 3530	PAPERMAKING (^)	
ART 3610	ELEMENTARY CERAMICS (^)	
Select one additional 2D or 3D course from the following - unless already taken above		3
ART 3100	ADVANCED DRAWING I (^)	
ART 3110	ADVANCED DRAWING II (^)	
ART 3200	THE HAND PRODUCED BOOK I: TYPOGRAPHY AND BOOK DESIGN	
ART 3210	COLOR THEORY (^)	
ART 3220	HAND PRODUCED BOOK II: LETTERPRESS PRINTING (^)	
ART 3230	BOOK STRUCTURES: INTRODUCTION TO BOOKBINDING	
ART 3250	PATTERNED PAPER	
ART 3320	INTERMEDIATE SCULPTURE (^)	
ART 3420	INTERMEDIATE PAINTING (^)	
ART 3520	PHOTOGRAPHIC DIGITAL PRINTMAKING (^)	
ART 3530	PAPERMAKING (^)	
ART 3620	INTERMEDIATE CERAMICS (^)	
ART 4210	PRINTED BOOKS (^)	
ART 4310	ADVANCED SCULPTURE (^)	
ART 4410	ADVANCED PAINTING (^)	
ART 4510	ADVANCED TECHNIQUES IN PRINTMAKING (^)	
ART 4610	ADVANCED CERAMICS (^)	
ART HISTORY CORE		
All of the following:		6
ART 2050	SURVEY OF WESTERN ART HISTORY I (**)	
ART 2060	SURVEY OF WESTERN ART HISTORY II (**)	
Select One Pre-Modern Art History Course from the following		3
ART 3700	INTRODUCTION TO ANCIENT ART (^)	
ART 3710	EGYPTIAN ART (^)	
ART 3720	GREEK ART (^)	
ART 3730	ETRUSCAN & ROMAN ART (^)	
ART 3860	WOMEN IN ANCIENT AND MEDIEVAL ART (^)	
ART 4770	EARLY MEDIEVAL ART (^)	
ART 4780	LATE MEDIEVAL ART HISTORY (^)	
ART 4810	NORTHERN EUROPEAN RENAISSANCE ART HISTORY (^)	
ART 4830	ITALIAN RENAISSANCE ART HISTORY (^)	
ART 4850	BAROQUE AND ROCOCO ART HISTORY (^)	
Select One Modern Art History Course from the following		3
ART 3780	HISTORY OF ARCHITECTURE SINCE 1850 (^)	
ART 3830	HISTORY OF PHOTOGRAPHY (^)	
ART 3870	GENDER & SEXUALITY IN MODERN ART (^)	

ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920) (^)
ART 4890	MODERN ART II (ART OF EUROPE AND THE AMERICAS, 1918-1968) (^)
ART 4900	CONTEMPORARY ART HISTORY SINCE 1968 (^)
ART 4920	ART IN THEORY AND IN PRACTICE SINCE 1900 (^)

Select One Additional Art History Course from the following **3**

ART 1040	GLOBAL INDIGENOUS ART (**)
ART 2070	ART OF INDIA AND SOUTHEAST ASIA (^)
ART 2080	ART OF CHINA AND JAPAN (^)
ART 3750	AMERICAN ART (^)
ART 3760	RESEARCH, WRITING, AND COMMUNICATION FOR CAREERS IN ART (^)
ART 3770	HISTORY OF ARCHITECTURE TO 1850 (^)
ART 3780	HISTORY OF ARCHITECTURE SINCE 1850 (^)
ART 3700	INTRODUCTION TO ANCIENT ART (^)
ART 4730	CLASSICAL ART HISTORY (^)
ART 4750	LATE ROMAN AND BYZANTINE ART HISTORY (^)
ART 4770	EARLY MEDIEVAL ART (^)
ART 4780	LATE MEDIEVAL ART HISTORY (^)
ART 4810	NORTHERN EUROPEAN RENAISSANCE ART HISTORY (^)
ART 4830	ITALIAN RENAISSANCE ART HISTORY (^)
ART 4850	BAROQUE AND ROCOCO ART HISTORY (^)
ART 3870	GENDER & SEXUALITY IN MODERN ART (^)
ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920) (^)
ART 4890	MODERN ART II (ART OF EUROPE AND THE AMERICAS, 1918-1968) (^)
ART 4900	CONTEMPORARY ART HISTORY SINCE 1968 (^)
ART 4910	INDEPENDENT STUDY IN ART HISTORY (^)
ART 4920	ART IN THEORY AND IN PRACTICE SINCE 1900 (^)
ART 4930	SPECIAL TOPICS IN ART HISTORY (^)
ART 4940	ART HISTORY METHODS (^)

BACHELOR ARTS STUDIO ART CONCENTRATION IN MEDIA ARTS - Select one Option **21**

OPTION A: GAME DESIGN

ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES (^)
ART 3160	GAME DESIGN AS ART (^)
ART 3170	DIGITAL GAME DESIGN (^)
ART 4140	COMPUTER-GENERATED IMAGERY (CGI) II: 3D MODELING (^)
ART 4180	ADVANCED DIGITAL GAME DESIGN (^)
ART 4190	GAME DESIGN STUDIO (^)

One Art Course - Must be approved by advisor

OPTION B: INTERMEDIA AND DIGITAL ART

ART 3000	MEDIA ARTS 1 (^)
ART 3120	MEDIA ARTS 2 (^)

ART 3150	VIDEO ART (^)
ART 4130	MEDIA ART III (^)

9 credit hours of approved ART courses - must be approved by advisor

CAPSTONE **3**

ART 4020	PROFESSIONAL STUDIO PRACTICES (^)
ART 4040	BASA SENIOR ART EXHIBITION (^)

ELECTIVES

Elective hours as required to reach a total of 120 hours

Studio Art, Bachelor of Arts, Studio Art Concentration in Media Arts: Intermedia and Digital Art Four Year Plan

Freshman

Fall		Credits
ART 1100	FOUNDATION: DRAWING	3
ART 1210	FOUNDATION: 2-D DESIGN	3
ART 2050	SURVEY OF WESTERN ART HISTORY I	3
ENGL 1150	ENGLISH COMPOSITION I	3
PSCI 1100	INTRODUCTION TO AMERICAN NATIONAL GOVERNMENT	3
Credits		15

Spring

ART 1110	FOUNDATION: 3D DESIGN	3
ART 1220	FOUNDATION: DIGITAL MEDIA	3
ART 2060	SURVEY OF WESTERN ART HISTORY II	3
ENGL 1160	ENGLISH COMPOSITION II	3
MATH 1120	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING	3
Credits		15

Sophomore

Fall		
ART 2000	CORE ONE PORTFOLIO REVIEW	0
ART 2100	LIFE DRAWING I	3
ART 3510	ELEMENTARY PRINTMAKING	3
WRWS 3500	CREATIVE WRITING FOR THE ARTS	3
BLST 1000	INTRODUCTION TO BLACK STUDIES	3
THEA 1010	THEATRE APPRECIATION	3
Credits		15

Spring

ART 3000	MEDIA ARTS 1	3
ART 3610	ELEMENTARY CERAMICS	3
ART 3700	INTRODUCTION TO ANCIENT ART	3
CMST 1110	PUBLIC SPEAKING FUNDS	3
PHYS 1030	PHYSICS OF EVERYDAY LIFE	3
PHYS 1034	PHYSICS OF EVERYDAY LIFE LABORATORY	1
Credits		16

Junior

Fall		
ART 3520	PHOTOGRAPHIC DIGITAL PRINTMAKING	3
ART 3120	MEDIA ARTS 2	3
ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920)	3
ANTH 1050	INTRODUCTION TO ANTHROPOLOGY	3

THEA 1050	FILM HISTORY AND APPRECIATION	3
Credits		15
Spring		
ART 4130	MEDIA ART III ¹	3
ART 3160	GAME DESIGN AS ART	3
GEOL 1010	ENVIRONMENTAL GEOLOGY	3
JMC 2320	VIDEO FIELD PRODUCTION	3
WRWS 2050	FUNDAMENTALS OF FICTION WRITING	3
Credits		15
Senior		
Fall		
ART 3150	VIDEO ART	3
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES	3
MUS 1070	MUSIC OF THE PEOPLE: ROCK AND POP	3
JMC 3110	PHOTOGRAPHY	3
Elective		1
Credits		13
Spring		
ART 4130	MEDIA ART III ¹	3
ART 4020	PROFESSIONAL STUDIO PRACTICES	3
ART 4040	BASA SENIOR ART EXHIBITION	0
ART 3130	GRAPHIC DESIGN 1	3
ART 4530	ART INTERNSHIP	3
WRWS 2600	BASIC SCREENWRITING AND TELEVISION WRITING STUDIO	4
Credits		16
Total Credits		120

¹ *This course is repeatable

Studio Art, Bachelor of Arts, Studio Art Concentration in Media Arts: Game Design Four Year Plan

Freshman		
Fall		
ART 1100	FOUNDATION: DRAWING	3
ART 1210	FOUNDATION: 2-D DESIGN	3
ART 2050	SURVEY OF WESTERN ART HISTORY I	3
ENGL 1150	ENGLISH COMPOSITION I	3
PSCI 1100	INTRODUCTION TO AMERICAN NATIONAL GOVERNMENT	3
Credits		15
Spring		
ART 1110	FOUNDATION: 3D DESIGN	3
ART 1220	FOUNDATION: DIGITAL MEDIA	3
ART 2060	SURVEY OF WESTERN ART HISTORY II	3
ENGL 1160	ENGLISH COMPOSITION II	3
MATH 1120	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING	3
Credits		15

Sophomore		
Fall		
ART 2000	CORE ONE PORTFOLIO REVIEW	0
ART 2100	LIFE DRAWING I	3
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES	3
WRWS 3500	CREATIVE WRITING FOR THE ARTS	3
BLST 1000	INTRODUCTION TO BLACK STUDIES	3
THEA 1010	THEATRE APPRECIATION	3
Credits		15

Spring		
ART 3160	GAME DESIGN AS ART	3
ART 3610	ELEMENTARY CERAMICS	3
ART 3700	INTRODUCTION TO ANCIENT ART	3
CMST 1110	PUBLIC SPEAKING FUNDS	3
PHYS 1030	PHYSICS OF EVERYDAY LIFE	3
PHYS 1034	PHYSICS OF EVERYDAY LIFE LABORATORY	1
Credits		16

Junior		
Fall		
ART 3000	MEDIA ARTS 1	3
ART 3410	ELEMENTARY PAINTING	3
ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920)	3
ANTH 1050	INTRODUCTION TO ANTHROPOLOGY	3
CIST 1510	CULTURE AND HISTORY OF VIDEO GAMES	3
Credits		15

Spring		
ART 3170	DIGITAL GAME DESIGN	3
ART 4140	COMPUTER-GENERATED IMAGERY (CGI) II: 3D MODELING	3
GEOL 1010	ENVIRONMENTAL GEOLOGY	3
ART 3520	PHOTOGRAPHIC DIGITAL PRINTMAKING	3
WRWS 2000	SPECIAL STUDIES IN WRITING	3
Credits		15

Senior		
Fall		
ART 4180	ADVANCED DIGITAL GAME DESIGN	3
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES	3
ART 3800	HISTORY OF DESIGN	3
MUS 1070	MUSIC OF THE PEOPLE: ROCK AND POP	3
JMC 3110	PHOTOGRAPHY	3
Credits		15

Spring		
ART 4190	GAME DESIGN STUDIO ¹	3
ART 4020	PROFESSIONAL STUDIO PRACTICES	3
ART 3130	GRAPHIC DESIGN 1	3
ART 4530	ART INTERNSHIP	3
Elective		2
Credits		14
Total Credits		120

¹ *This course is repeatable

This roadmap is a suggested plan of study and does not replace meeting with an advisor. Please note that students may need to adjust the actual sequence of courses based on course availability. Please consult an advisor in your major program for further guidance.

This plan is not a contract and curriculum is subject to change

Additional Information About this Plan:

University Degree Requirements: The minimum number of hours for a UNO undergraduate degree is 120 credit hours. Please review the requirements for your specific program to determine all requirements for the program. In order to graduate on-time (four years for an undergraduate degree), you need to take 30 hours each year.

Placement Exams: For Math, English, Foreign Language, a placement exam may be required. More information on these exams can be found at <https://www.unomaha.edu/enrollment-management/testing-center/placement-exams/information.php>

**Transfer credit or placement exam scores may change suggested plan of study